

**LISTING/AMENDMENTS TO THE CLAIMS**

This listing of the claims supersedes all prior versions/listings of the claims.

1. (Currently Amended) A method A computer implemented method executing on a computer, comprising:
  - providing a secure connection between a client process and a server process, the client process having a first object type structure, the server process having a second object type structure, the client process provides a push of information to or a pull of information from the server process, wherein at least one of the client process and the server process creates a stateful object using the object library for asynchronous communication between the client process and the server process;
  - dynamically determining whether the first object type structure matches the second object type structure through comparing names and behavior version numbers of the first object type structure and the second type object structure using an object library, the object library being between a transport layer of network communication and input and output channels, wherein
    - a first name server contains
    - a first plurality of directories to manage
    - a first plurality of objects, one of the plurality of directories is a root of a second name server to provide compatibility between the first name server and the second name server, the second name server contains a second plurality of directories to manage a second plurality of objects
  - ; and
  - utilizing a flow control provided by a transport layer for the connection, the flow control backs up information at the flow origin by providing a buffer at the flow origin to prevent overflow of information to a recipient of the flow, wherein the transport layer supports a plurality of point-to-point connections between the client process and the server process.

Claims 2 - 43 have been cancelled.

44. (New) A system comprising:

A means for providing a secure connection between a client process and a server process, the client process having a first object type structure, the server process having a second object type structure, the client process provides a push of information to or a pull of information from the server process, wherein at least one of the client process and the server process creates a stateful object using the object library for asynchronous communication between the client process and the server process;

A means for dynamically determining whether the first object type structure matches the second object type structure through comparing names and behavior version numbers of the first object type structure and the second type object structure using an object library, the object library being between a transport layer of network communication and input and output channels, wherein a first name server contains a first plurality of directories to manage a first plurality of objects, one of the plurality of directories is a root of a second name server to provide compatibility between the first name server and the second name server, the second name server contains a second plurality of directories to manage a second plurality of objects; and

A means for utilizing a flow control provided by a transport layer for the connection, the flow control backs up information at the flow origin by providing a buffer at the flow origin to prevent overflow of information to a recipient of the flow, wherein the transport layer supports a plurality of point-to-point connections between the client process and the server process.

45. (New) A machine readable medium having stored thereon a set of instructions which when executed, perform a method comprising:

providing a secure connection between a client process and a server process, the client process having a first object type structure, the server process having a second object type structure, the client process provides a push of information to or a pull of information from the server process, wherein at least one of the client process and the server process creates a stateful object using the object library for asynchronous communication between the client process and the server process; dynamically determining whether the first object type structure matches the second object type structure through comparing names and behavior version numbers of the first object type structure and the second type object structure using an object library, the object library being between a transport layer of network communication and input and output channels, wherein

a first name server contains a first plurality of directories to manage a first plurality of objects, one of the plurality of directories is a root of a second name server to provide compatibility between the first name server and the second name server, the second name server contains a second plurality of directories to manage a second plurality of objects; and utilizing a flow control provided by a transport layer for the connection, the flow control backs up information at the flow origin by providing a buffer at the flow origin to prevent overflow of information to a recipient of the flow, wherein the transport layer supports a plurality of point-to-point connections between the client process and the server process.